

**ULP3INTRO-02**

# **Boot Camp**

**A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
Principality of Ulek Introductory Adventure**

**by Nicolas Ventura**

Fighting victoriously against the Pomarj is the glory that Ulekians need to win back the Disputed Territory from the menacing clutches of the enemy. What better way for heroes to learn how to do that then to go through this Royal Army training course! A Royal Army introductory adventure for 1<sup>st</sup> level characters only who wish to join the Royal Army!

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## **Preparation**

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their

characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

## **LIVING GREYHAWK Levels of Play**

LIVING GREYHAWK Introductory adventures are designed for APL 2 only. Four to six players with 1<sup>st</sup> level PCs may play this event.

## **Time Units and Upkeep**

This is a standard one-round Regional adventure set in the Principality of Ulek. All in-region characters pay one Time Units to participate in the adventure, while out-of-region characters pay two Time Units. Adventures' Standard Upkeep is paid for by the Royal Army and should be noted on this event's AR.

## **Adventure Summary and Background**

This is the second Introductory Scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents, have been

forced to flee their homes due to the humanoid invaders of the Pomarj.

- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars, a good deal of anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek and are treated well.

The PCs begin the adventure in the city of Havenhill enjoying a hearty meal at the Stuck Pig. Members of the Royal Army enter and deliver a message to Rugdenner, the dwarven owner and barkeep. He makes an announcement that the Royal Army is taking new recruits to go through a battle training session. The reward will be a greater survivability rate in this warlike state of affairs, free room and board while they train, and a chance to enlist if they do well in training.

Players may wish to play a PC that is more appropriate for an Army-oriented adventure. You may allow them to change to a more appropriate PC after they have heard the introduction or inform them beforehand that they may wish to play a PC appropriate for such an occasion.

The PCs may enroll together or separately; however, the Royal Army groups all PCs together in one 'regiment' during the registration process. The PCs are given the task of naming their regiment and are assigned a number of group tasks to accomplish while competing with another regiment, "Pure and Passionate: Slayers of the Pomarj".

During the course of Boot Camp, the PCs are under the watchful eye of Sergeant Jenneliahn Windshear who has been assigned to oversee the new recruits in the area.

When the PCs meet Pure and Passionate, the PCs that enrolled for the Calvary and Infantry start out with a simple sparring match. Depending on the result of the battle, the ladies of Pure and Passionate may not think favorably of the PCs.

During the course of Boot Camp, the PCs are given two mission options and can only pursue one of them. One leads the PCs to an undead ravaged Pomarj site; the other leads them to fend off some Pomarj norkers who plan on ambushing a caravan.

After returning to the training facility, the PC that enrolled for the Spell Corps gets his or her

opportunity to impress Sergeant Jenneliahn by solving a puzzle more accurately than their counterpart in Pure and Passionate. Later in the training course, one of the PCs has the opportunity to participate in an archery contest against Pure and Passionate. Finally, graduation day arrives and a final mission is given to the PCs. The task is to deliver an important message to one Rond Stockbelly, commander of Fort Stonewall. Unknown to the PCs the message is that these are the graduates from Boot Camp and that they are to be commended for their excellent progress in training. On the way to Fort Stonewall, the PCs come across a group of zombie dwarves, wearing the livery of the Royal Army. Upon arriving, Commander Stockbelly accepts the message and commends them on their excellent progress.

**NOTE:** Adventures' Standard Upkeep is paid for by the Royal Army and should be noted on this event's AR.

## Introduction

***It is a fine day indeed in the city of Havenhill. You find yourself in the midst of the usual crowd at the local tavern called the Stuck Pig. The group today is especially rowdy as they sing happy dwarven songs of the times before the war with the Pomarj. Rugdenner, dwarven owner of the Stuck Pig, is offering the usual hearty meal for tonight. You all settle in to experience the fare and are seated together at the traveler's table with a group of individuals.***

This is the time for character introductions. Allow the PCs to meet each other if they have not previously done so. Especially observant PCs may notice a few members of the Royal Army enter and deliver a message to Rugdenner. Those PCs who make a successful Spot check (DC 15) will notice this fact.

Shortly after the Royal Army members leave:

***Rugdenner rings a loud bell that the patriots recognize as the signal to quiet down. "Listen up everybody! I've just received word that the Royal Army is looking for volunteers to go and train at a special Boot Camp they're offering. Attending means free training, free food, and maybe a chance to join the army! I have a stack of flyers here if anybody is interested." He places a stack of flyers on the counter and the***

**noise level quickly rises to its original magnitude.**

Once the PCs go and retrieve the flyer, give them Player Handout #1. This should prompt them to finish up the night and go to the sign up booths the next morning. If the PCs ask around about what the Royal Army Training Facility is, Rugdenner can tell them the location of the Royal Army base and suggest that they go there and ask in the morning.

Once the PCs decide to pass the night, continue with the next encounter.

## Encounter 1: Sign Up

Once the PCs decide to go to the sign up booths, continue with the following:

**The cool morning is a refreshing atmosphere for the long and drawn out process of registration that you are expecting. You reach the location of the sign-up booths only to find that you are the only ones who have taken interest in this offer. Two dwarven males equip the booths.**

**One of the dwarves speaks as he notices your approach, "Ahh! Fine adventurers! Come here and make your contribution to the war efforts! I, Gurik, have been given the honor of signing you up to train you so that you can survive the fires of glorious battle!" The other one speaks up, "Yes, there is nothing like taking a battleaxe to the heads of the enemy! What say ye?"**

These dwarves are Gurik and Hedran.

Show the players Player Handout #2. This handout details the description of each division within the Royal Army. Each PC is allowed to choose one aspect of focus for training. No PC can enroll for two of any given division. Once all the PCs have registered:

**Gurik says, "You've done a fine thing today soldiers. Off to the barracks we go to unload your equipment and start your training!" Gurik whistles loudly and a young, skinny, human male scurries over to them. "Puny! Take these soldiers to their new homes. Take their animals to the Royal Stables and show them what they need to do to prepare for the upcoming hours!" The young human responds, "Yesss Ssssir!"**

Puny leads the PCs into the Royal Army Training Facility. Other Royal Army members tend to the

PCs animals as the PCs go through the various training courses.

**You are led to a large structure that bears the symbol of the Principality of Ulek above the front door. The entire installment is made of smooth walls made of stone that radiate the feel of caverns or natural mountains. Puny says, "W-Welcome to the Royal Army Training Facility. This is where all the members of the Royal Army train. This room that I'm leading you to is a special barracks for new recruits. For this next couple of days the (# of players) of you will be a regiment. You need to decide upon a name for yourselves and choose a color to represent yourselves. You will be competing with another group of recruits that have decided to train with us as well. The better of the two groups will win some sort of prize. Anyway, you have fifteen minutes to come up with a name and a color. I'll be back then . . . Oh yeah, we bar lock the doors in the facility for newcomers. Safety and all . . . so don't be alarmed." With that, he closes the stone door and seals it with a bar lock.**

**Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

The room is equipped with moderate accommodations including six stone beds, a chest at the foot of each bed, and a small nightstand next to each of the beds. There is a small window in the room that is barred and has metal reinforcements from the outside. The chests at the end of the beds are unlocked, and PCs may store any of their belongings within.

Allow the PCs to think of a color and a name for their regiment. This will come into play during the conclusion of the scenario so make sure to make note of the color and regiment name. As soon as they have solidified their configuration, have Puny come back. If the PCs are taking too long, Puny will come back expecting a solution.

Each of the PCs should have registered for specific training in one of the six Divisions of the Royal Army during registration. Refer to this sheet as a reference for who signed up as what. Once chosen and signed up for, the decisions are binding and may not be changed to retroactively accommodate the situations each PC will be placed in.

When Puny leads them out of their barracks, proceed with the next encounter.

## Encounter 2: Meet the Competition

As the PCs are led to the Sand Pit, read this aloud:

*Puny leads you to a large sandpit that is used as a training battleground. On the opposite side of the pit stands a party of (# of PCs) dwarven females, armed and ready for combat. They have a flag constructed that is half olive-green and half pink. Etched upon the flag are the words, "Pure and Passionate: Slayers of the Pomarj". As you enter the complex, they stare you down; they know you are their rival regiment.*

Any PC with a successful Bardic Knowledge check (DC 10) knows that Pure and Passionate is an adventuring company that has recently started up. People say that the members are cruel and fierce. Crossing them might not be wise.

This is where a small subdual sparring match is to be held. The PC that registered for the Infantry and the PC that registered for the Cavalry are called forward to do battle. They do battle with Flagonia and Axerchia, two dwarven females who have enlisted as their counterparts.

### APL 2 (EL 2)

**Flagonia:** Female dwarf Exp1; hp 9; see Appendix 1: NPCs.

**Axerchia:** Female dwarf War1; hp 8; see Appendix 1: NPCs.

If the PCs are successful in their subdual of the two female dwarves, continue the following:

*Memories of this battle will live in your minds for a long time. Unfortunately, they will also live in the minds of the regiment named Pure and Passionate. Your deeds will not be forgotten, but you rise victorious in the eyes of the Royal Army.*

If the PCs are unsuccessful in their subdual of the two female dwarves, continue with the following

*With the finishing blow dealt to you, you realize that you have much to learn in the arts of combat. Memories of your defeat will live in your minds for a long time. Being overcome by*

*the opposing regiment, you can only hope this is not the precedent of future events.*

Once the outcome has been determined continue along with the following:

*Puny comes over to you and congratulates you on your efforts in battle. He then escorts you to your room to heal from the previous battle and to talk among yourselves while the next event is prepared.*

The PCs are returned to their room and given an hour to eat and perhaps heal some subdual damage incurred during the previous battle.

Proceed to with the next encounter.

## Encounter 3: Division of Labor

This is where the PCs must make a decision. At this point, two separate tasks need to be done during the same time period. No matter what, the PCs can only take one course of action.

*After an hour has elapsed, the smiling face of Puny comes into your room. "I see that you're all still in one piece. That's good. Very good. Excellent, actually . . . because I have a task for you. Well . . . ok, I have two tasks for you. But you can only do one of them. You see two officers by the name of Baren and Trudge had captured some members of the Pomarj and through interrogation found out the location of a small Pomarj camp. Meanwhile, a fearful group of merchants wish to have some guards on their trek to Gryrax. Both of these tasks are suitable for training purposes, at least we hope so. We wish you to choose one and we will assign the other task to the Pure and Passionate group. What is your decision?"*

If the PCs decide to raid the Pomarj camp, proceed with Encounter Four. If the PCs decide to guard the merchants, proceed with Encounter Five.

## Encounter 4: Ruins of Camps and Orcs

This encounter occurs only if the PCs decide to raid the Pomarj encampment instead of escorting the merchants to the city of Gryrax.

***You spend the night in the base preparing for the journey to come. It should take you almost half a day to reach the site that was given to you. You have been given orders to eliminate any agents of the Pomarj that you might encounter and then to report back to base.***

Allow PCs to purchase any supplies they might need for the upcoming journey. The stores in Havenhill are stocked well, leaving the option to buy weapons and armor readily available. Continue with the following when the PCs are ready to leave:

***It is a beautiful day for traveling as you depart Havenhill, mission in hand. You spend half the day trekking across hills in a northeastern direction, keeping a watchful eye out for any who might wish you harm. Crossing a hill, you finally catch a glimpse of the location of what you believe is the encampment. Even from here, your bones chill as you see a squad of undead orcs tearing down their own encampment.***

The PCs are 70 feet from the encampment where the skeletons are ripping down the canvas holding up the tents. As soon as any of the undead creatures becomes aware of the presence of any of the PCs, they all turn to attack.

### **APL 2 (EL 3)**

**Medium-Size Skeletons (3):** hp 8 each; see *Monster Manual*.

**Medium Zombies (2):** hp 16 each; see *Monster Manual*.

**Large Zombie:** hp 30; see *Monster Manual*.

If the PCs are able to defeat the undead and search the camp, continue the following:

***Searching the camp reveals desecrated symbols of the Pomarj. Tracks of varying sizes lead in all directions indicating that this battle was not a small one. It is left to your imagination how many were raised and where they went from here.***

Anyone attempting to use Track (DC 5) can easily notice that the undead seem to leave in all directions accompanied by footsteps of small and medium creatures.

Twelve useable javelins can also be found within the camp. Unfortunately nothing else of value can be found due to the destruction of the camp by the zombies.

Proceed to Encounter Six when the PCs decide to return to the Royal Army Training Facility.

## **Encounter 5: Guard Duty**

This encounter occurs only if the PCs decide to escort the merchants to Gyrax instead of raiding the Pomarj encampment.

***You spend the night in the base preparing for the journey to come. It should take you about three days to reach the capital city of Gyrax. You have been given orders to defend the merchants and then to report back to base.***

Allow PCs to purchase any supplies they might need for the upcoming journey. The stores in Havenhill are stocked well, leaving the option to buy weapons and armor readily available. Continue with the following when the PCs are ready to leave:

***You arrive at the gates to the city and meet up with the merchants. When you approach, three dwarven merchants are waiting for you. One of them speaks up excitedly as you approach, "Helloooooooooo there! I'm Einch, and these are my brothers Larg and Arge. Please protect us from the dangers of the land!"***

**Dwarven Merchants (Einch, Larg, Arge):** Male Dwarf Exp3; hp 20 each.

These are accomplished textile merchants that travel between the cities of Havenhill and Gyrax. They have made enough money to purchase the help of Royal Army members as escorts. Einch drives the cart while Larg and Arge ride in the back.

The rest of the space is consumed with fabric and a few other goods. The PCs can ride their own mounts, if owned, but mounts will not be supplied to the PCs.

Read the following aloud as the PCs depart the city of Havenhill:

***It is a beautiful day for traveling as you depart the city of Havenhill. The first day passes uneventfully, as the merchants make pleasant conversation along the way. The second day of travel yields an overcast sky and a thin fog reducing visibility to thirty feet.***

Have the characters make a Spot check (DC 15) to spot the incoming the Norkers.

### **APL 2 (EL 3)**

**Norkers (6):** Male norkers; hp 10 each; see Appendix I: NPCs.

The norkers attack with the intent of killing everyone, including the merchants. If captured, the norkers only say that their orders were to travel the hills and kill as many innocents as possible. They were also to bring back the left ears of those they killed for a reward. They will not reveal the location of the base, even if tortured.

When the combat starts, the merchants take cover in the back of the cart, and do not fight.

Once the fight with the norkers is over, the rest of the trip to Gryrax is uneventful. When the PCs get to the gates of Gryrax, continue with the following

***As you approach the gates to Gryrax, the merchant Einch calls you over, "Thank-ee soooo much for deliverin' us safely!"***

The trip back to the city of Havenhill is uneventful, proceed with Encounter Six.

## **Encounter 6: Report**

This encounter occurs after the PCs have reported back to the Royal Army Training Facility from their chosen mission in Encounter Four or Encounter Five.

***Coming back to the Royal Army Training Facility you are met by Puny. Puny escorts you to your room to recover. He says, "An officer will be coming to take your report soon. Please allow the officer your full respect." With that, he closes and bolts the door.***

***About an hour later you hear the door being unbolted. It opens revealing an elven woman. She enters with great encroachment and eyes all of you. She begins to speak in a no-nonsense tone, "I am Sergeant Windshear. I have come to receive the report on your mission. What are the events that transpired, and what did you see?"***

**Jenneliahn Windshear:** Female Elf Ftr8; hp 60; see Appendix 1: NPCs.

The PCs are expected to relay information about their encounter during their mission. After they are finished continue with the following:

***The elven sergeant smiles as you finish your tale, "That is excellent news. I'm glad you were so successful in your mission. I'd be happy to have a group of levelheaded soldiers such as you under my command. Good job!" With that, she leaves the room and bolts you in.***

***Later that day, a dwarf comes to your room and invites you all out to the sandpit. "I am Berun, an officer in the Royal Army. I am going to show you some battle maneuvers before you turn in for the evening!"***

If any PC registered for the Spell Corps, go to Encounter Seven, otherwise skip to Encounter Eight.

## **Encounter 7: Puzzled**

Skip this encounter if no PC registered for the Spell Corps and continue on to Encounter Eight.

***The door to your room unlocks and a dwarf comes in rattling a large, loud bell. "Ok soldiers! Up, up everyone! This is an emergency! Everyone out to the sandpit on the double! Hut hut! Let's get a move on! Soldiers! Are you ready yet? Let's go!!!" And with that, you are hastily rushed out to the sandpits. Arriving, it appears that the Pure and Passionate regiment has suffered the same fate. Sergeant Windshear steps into the middle of the pit, "I wish to speak to both of the representatives that signed up for the Spell Corps! We have devised a puzzle to test your skills even at this weak hour of the night. Come! The first regiment member to complete this puzzle most accurately will be the winner."***

Present the PC that registered for the Spell Corps with Player Handout # 3.

For every +2 modifier of that PC's intelligence, that PC can automatically figure out one of the answers. So, if a PC has a +4 or better modifier, the PC automatically figures out two of the answers.

Pure and Passionate has a wizard signed up for the Spell Corps with an intelligence modifier of +2. Pure and Passionate get two answers correct, but fail to get the other two answers correct.

Here are the solutions:

- ◆ Love is Sadness
- ◆ Sadness is Happiness
- ◆ Disappointment is Disappointment
- ◆ Happiness is Love

If the PC manages to get three or more answers:

**Sergeant Windshear speaks as you deliver your answers, “We clearly have a winner. I will remember your intellect when we choose members for the highly esteemed Spell Corps. You may now return to your rooms. While you leave, you notice that the Pure and Passionate members stare at (the PC that registered) with hatred. It seems that this group of angry ladies will not forget your deeds.**

If the PC manages two answers correctly:

**Sergeant Windshear speaks as you deliver your answers, “It appears you both are of equal skill. I congratulate both of you and I will remember your intellect when we choose members for the highly esteemed Spell Corps. You may now return to your rooms.”**

If the PC manages to answer less than two answers correctly:

**Sergeant Windshear speaks as you deliver your answers, “We clearly have a winner, and it is not you. Keep training and one day you might make a valuable addition to the Spell Corps. You are dismissed.” You return to your quarters and are locked in for the night.**

Proceed with the next encounter.

## Encounter 8: Training Days

This encounter stretches over the course of the next several weeks, use the following description:

**The next few weeks are long and difficult. You wake up early in the morning for weapon training seminars and lessons on how to effectively fight off the creatures that plague the land learning your respective disciplines. One of the lessons learned is that ranged combat can**

**be the key to an effective offensive and an effective defensive.**

**You have been told that today there is to be an archery contest between you and your rival regiment. During the past few weeks, they have been extremely competitive and you get the impression that the ladies of Pure and Passionate do not like your group very much.**

**Either way, about mid-day you are taken to the all too familiar sandpit where some targets have been set up. Sergeant Windshear is also present to watch your progress. You are accompanied by Puny who has tended to your needs since your arrival. Puny says, “Ok, archery, who is the archer here?”**

Puny waits for the appropriate PC to respond.

If any PC registered for the Archers, this is their chance to impress the Sergeant. If no PC registered for the Archers, allow the PC that registered for Support to participate. Otherwise allow any interested PC to compete.

**“Ok, you have three shots so you better make them good. There are four rings and a central target. The fourth, outermost, ring is worth one point. The third ring is worth two points and so on. If you hit the center, it is worth four points and if your arrow is in the dot in the dead center of the target, you get five points.**

The opposing female dwarf has +5 to hit with a short bow.

The target is thirty feet away from the mark from where the PC is shooting. The PC is given a short or long bow (their choice) and three arrows. Use the following table to determine the success of the PC:

AC	Location	Points
25 (or natural 20)	Dead Center	5
20	Center	4
15	2 <sup>nd</sup> Ring	3
12	3 <sup>rd</sup> Ring	2
10	4 <sup>th</sup> Ring	1
0	Outer Edge of Target	0
Natural 1	Missed Target	0



Once the player has rolled his three shots, roll three times for the opposing dwarf and compare points to that of the PC.

If the PC wins the archery contest:

***Sergeant Windshear comes over to your group, "Well done. Excellent shooting! I shall remember that your shots are true. I'm glad your training seems to have paid off." While you leave, you notice that the Pure and Passionate members stare at (the PC that registered) with hatred. It seems that this group of angry ladies will not forget your deeds.***

If the PC does not win the archery contest:

***Sergeant Windshear comes over to your group, "Well, that certainly was a display of . . . something. Better luck next time. Keep training hard and one day you'll be real Royal Army material."***

In the event of a tie, both contestants are given an additional arrow to fire with the winner being the one with a better (high point) shot. Shots are fired until a winner has been determined.

Upon completion of the archery contest, proceed to the next encounter.

## Encounter 9: Final Mission

***Your weeks of training have finally come down to the last few days. You have been trained in many aspects of combat and feel that you are knowledgeable in the military tactics taught to you. On the final day, Sergeant Windshear is waiting for you in the training area. She says, "I wish to personally congratulate each of you on your efforts during this training course. You strove to do the best of your ability and I have one final task for you. This is a real mission, of great importance. The Royal Army feels that with your training, you will be able to do this service for us. I have a message here in a sealed tube that must be delivered to Commander Rond Stockbelly in Fort Stonewall. I would ask that you go there and deliver this message in haste. Upon delivery of the message, your training will be at its end. You do not have to traverse this path, as it could lead to real danger. What do you say?"***

Hopefully the PCs will not have any qualms with delivering the message to Fort Stonewall. Sergeant Windshear does not accept any negotiations on payment or other arrangements. If any PC does not want to go, the adventure is over and they earn experience up to that point in the adventure.

The message inside the tube is the training report on the PCs and their specific recommendations each has accrued.

When the PCs agree to deliver the message proceed with the following:

***Sergeant Windshear smiles and says, "Excellent. You are to leave immediately. The information contained in this tube is an official Royal Army document and is not to be read or opened by any other than Commander Rond Stockbelly. Go with honor, and I look forward to working with you again soldiers! Dismissed!" With that, Puny leads you to the entrance to the Royal Army Training Facility and he leaves you with some words, "A hearty goodbye and good luck to you on your mission. May the glory of the Royal Army be with you!"***

Once again allow players to purchase any supplies they might need for the upcoming journey. The stores in the city Havenhill are stocked well, leaving the option to buy weapons and armor readily available.

Continue on with the next encounter when the PCs leave the city of Havenhill for Fort Stonewall.

## Encounter 10: The Easy Kill

On the second day of travel to Fort Stonewall, while the sun is just setting, the PCs come upon a group of zombies that are wearing the livery of the Royal Army.

***Traveling through the hilly terrain of the Principality of Ulek is a workout every adventurer is sure to remember. Reaching the peak of the latest hill, you come across eight dwarves wearing defaced livery of the Royal Army. They are currently chewing on some dead goblins on the ground, picking meticulously at their flesh. Their visages are that of broken warriors, animated into the hideous creatures you know to be zombies.***

If the PCs decide to avoid the zombies rather than defeat them, they can easily do this. However, do

not award them the experience points for this encounter.

### **APL 2 (EL 4)**

**Medium-Size Zombies (8):** hp 16 each; see *Monster Manual*.

If the PCs search the area after the fight, they find two masterwork dwarven ugroshs, six dwarven waraxes, two masterwork heavy crossbows, six light crossbows and one-hundred twenty crossbow bolts on the dwarfs. Meanwhile the dead goblins possess three morning stars and ten javelins. All other equipment has been destroyed beyond salvaging value.

The rest of the trek to Fort Stonewall is uneventful. Continue on to the Conclusion when the PCs leave the battle site for Fort Stonewall.

## **Conclusion**

*Finally, you reach the high walls of Fort Stonewall. It is an inviting sight since you have been traveling for so many days. You are questioned and greeted at the walls of the fort, and then are shown into the guest quarters. In the upcoming days, the message tube is given to Commander Rond Stockbelly who comes and gives each of you his hearty thanks for delivering the message safely. "I congratulate each of you on a job well done in Boot Camp. I encourage each of you to join the Royal Army. You would make an invaluable asset to this land torn by war." With those words ringing in your ears, you are dismissed.*

## **The End**

## **Experience Point Summary**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

### **Encounters 2: Meet the Competition**

Subduing members of the Pure and Passionate.

APL 2 60 XP

### **Encounter 4: Ruins of Camps and Orcs**

Defeat the zombies.

APL 2 90 XP

(This award is given instead of that for Encounter 5)

### **Encounter 5: Guard Duty**

Defeat the norkers.

APL 2 90 XP

(This award is given instead of that for Encounter 4)

### **Encounter 7: Puzzled**

Win competition.

APL 2 45 XP

### **Encounter 8: Training Days**

Win contest.

APL 2 45 XP

### **Encounter 10: The Easy Kill**

Defeat the zombies.

APL 2 120 XP

### **Role-play Experience**

Good role-play

APL 2 90 XP

### **Total Possible Experience**

APL 2 450 XP

## **Treasure Summary**

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they

pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

### **Treasure Key:**

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

### **Encounter 4: Ruins of Camps and Orcs**

Sell looted gear.

APL 2: L: 1 gp; C: 0 gp; M: 0.

*(This award is given instead of that for Encounter 4)*

### **Encounter 5: Guard Duty**

Strip and sell norkers' gear.

APL 2: L: 1 gp; C: 0 gp; M: 0.

*(This award is given instead of that for Encounter 4)*

### **Encounter 10: The Easy Kill**

Sell looted gear.

APL 2: L: 222 gp; C: 0 gp; M: 0.

### **Total Possible Treasure**

APL 2: L: 223 gp; C: 0 gp; M: 0 gp;

Total: 223 gp

## Appendix I: NPCs

### Encounter 2

**Flagonia:** Female dwarf Exp1; Medium Humanoid (dwarf); HD 1d6+3; hp 9; Init +2 (Dex); Spd 20 ft., AC 16 (Touch 12, Flat-footed 14); Atks +2 melee (1d10+3 [critx3], dwarven waraxe); SQ Dwarven traits; AL N; SV Fort +3, Ref +2, Will +2; Str 15, Dex 14, Con 16, Int 12, Wis 10, Cha 6.

*Skills:* Appraise +5, Craft (Stonemasonry) +5, Intimidate +2, Listen +4, Spot +4, Swim +0, Tumble +4; Exotic Weapon Proficiency (dwarven waraxe).

*Possessions:* chain shirt, dwarven waraxe.

**Axerchia:** Female dwarf War1; Medium Humanoid (dwarf); HD 1d8+3; hp 11; Init +1 (Dex); Spd 15 ft., AC 16 (Touch 10, Flat-footed 16); Atks +6 melee (1d8+4, [crit x3], warhammer); SQ Dwarven traits; AL N; SV Fort +5, Ref +1, Will +1; Str 18, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

*Skills and Feats:* Intimidate +3; Weapon Focus (Warhammer).

*Possessions:* splint mail, warhammer.

### Encounter 5

**Norkers (6):** Male norker; CR 1/2; Small Humanoid (goblinoid); HD 1d8+2; hp 10 each; Init +1 (Dex); Spd 20 ft.; AC 19 (Touch 12, Flat-footed 18); Atks +2 melee (1d6, club) and -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

*Skills and Feats:* Listen +3, Move Silently +5, Spot +2; Alertness.

*Possessions:* club, 2 javelins.

### Encounter 6

**Jenneliahn Windshear:** Female elf Ftr8; Medium-sized humanoid (elf); HD 8d10+8; hp 60; Init +4 (Dex); Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +11/+6 melee (1d8+1, longsword); SQ Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, low-light vision; AL LG; SV Fort +7, Ref +6, Will +3; Str 13, Dex 18, Con 12, Int 14, Wis 13, Cha 15.

*Skills and Feats:* Climb +3, Diplomacy +5, Handle Animal +6, Intimidate +6, Knowledge (Geography: Principality of Ulek) +4, Profession (soldier) +6, Ride +10, Tumble +7, Use Rope +6;

Combat Expertise, Combat Reflexes, Dodge, Leadership, Mobility, Spring Attack, Weapon Focus (longsword), Whirlwind Attack.

*Possessions:* masterwork longsword.

## **Player Handout #1**

### **OFFICIAL ROYAL ARMY NOTICE**

Have you been forced to leave your home?

Have you struggled just to survive another day?

Have the agents of the Pomarj slaughtered your loved ones?

**YOU DON'T HAVE TO TOLERATE THIS ANY MORE!**

Come to the Royal Army Boot Camp training session and gain the skills you need to defend YOUR LAND from the agents of the Pomarj!

We offer free training and the opportunity for you potential soldiers to join the esteemed Royal Army and fight in glorious battles!

We also offer positions in support, scouting, and even a few positions for those with magical talent.

Come to the Royal Army Training Facility on Starday at sunrise to sign up!

## **Player Handout #2: Sign Up Sheet**

**Infantry:** The main force of the army, these are the numerous foot soldiers that drive the military machine. All are proficient in the use of simple weapons, and are normally armed with a hand weapon (sword, mace, or axe), chain shirt and a buckler. Recommended for Enrollment: Must be able to use Simple and Martial Weapons.

**Name of applicant for the Infantry:** \_\_\_\_\_

**Cavalry:** Cavalry troops provide heavy support to the infantry, The Principality of Ulek's Heavy Cavalry consists of: Knights and cavaliers of all races, equipped with heavy armor and lances, riding armored warhorses and warponies, they form the main line of cavalry support. Their devastating charges can trample through an enemy army like so much dirt, leaving the way clear for an infantry assault; or they can act as surprise troops able to turn the tide of battle as they encircle opponents with well-orchestrated maneuvers. Recommended for Enrollment: Must be able to use Simple and Martial Weapons, and Riding skills are a must.

**Name of applicant for the Cavalry:** \_\_\_\_\_

**Archers:** Archers, including crossbowmen, provide long-range support to the infantry and cavalry, raining death upon their enemies from secure positions. All archers are armed with longbows or short bows and are divided into squadrons along the same lines. All are also armed with a simple hand weapon for melee combat, though they are trained to avoid this type of engagement, and leather armor. Recommended for Enrollment: Ability to use any Longbow, Short bow. Ability to use both is a plus.

**Name of the applicant for the Archers:** \_\_\_\_\_

**Spell Corps:** Currently a small, but growing, division of the Royal Army, providing magical assistance and fast moving, heavy artillery. Recommended for Enrollment: High intelligence is a must in this area. If you currently have no magical ability but would like to learn more about it, you can study to become a member of the Spell Corps, but you may not become a member unless you can cast 1<sup>st</sup> level spells, and have skill in Concentration and Knowledge of the arcane arts.

**Name of the applicant for the Spell Corps:** \_\_\_\_\_

**Scouts:** Scouts provide the fast moving and reconnaissance units of the military. Most scouts are Halflings, as are many of the other officers in this division. What few elves are in the military are in this division, where they excel. Scouts rarely operate as units, though they still organize as such. Recommended for Enrollment: Scouts rely heavily on a variety of skill sets. Of which the ability to Hide, Move Silently, Listen, Search, Spot, and Ride are all very necessary for enrollment.

**Name of the applicant for the Scouts:** \_\_\_\_\_

**Support:** There are three types of support functions in the Royal Army: Civil, which includes all artisans and craftsmen, cooks, and teamsters; Combat, which includes all Engineers, Musicians, and Chirurgeons; and Special, which includes units that are not directly under Royal Army control but nonetheless act in coordination with it, including all arcane spellcasters from Ulek's guilds and societies, and mercenaries hired for specific duties or missions. Part of the Support division, but chosen in different ways are Standard Bearers, usually a trusted soldier from each unit who is given the honor, and Battle Priests, who are brought into service from the various churches and then attached to regiments and units. Recommended for Enrollment: Any one of the following skill sets – A professional siege engineer, a musician with a good perform skill, or the ability to check the status of wounds and injuries on the battlefield with the Heal skill.

**Name of the applicant for Support:** \_\_\_\_\_

### **Player Handout #3: Competency Test**

Love sees Love's happiness, but Happiness can see that Love is sad. Sadness is sitting there, but Sadness can see that Happiness's love for Sad is only based on Love's disappointment with Sadness.

Knowing this, Sadness tried becoming Love for Happiness, but the position was already filled, so he defaulted to Love's love. Sadness was Disappointed for a while, but quickly shifted to the opposite feeling. Sadness soon found his place in the world and took the position of the person that took his place after he left Love and Disappointment. Disappointment was feeling rather left out, as usual, so he took the last position available.

<b>Love is</b>	_____
<b>Sadness is</b>	_____
<b>Happiness is</b>	_____
<b>Disappointment is</b>	_____